

POCKET PROGRAMS

VZ-200

SIMON

This program was inspired by the commercial toy of the same name, and involves repeating a sequence of ever-increasing difficulty. Full operating instructions are presented in the program.

Although written on and for a VZ-200, the BASIC is simple and fairly universal, so conversion to other machines will present no difficulty. The program's simplicity also makes it highly flexible, providing room for improvement and experimentation, which is encouraged.

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LISTING: SIMON

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5 DIME(300),P(300),N(300),D$(300)
10 CLS
11 HS=0
15 T1$="SIMON":T2$="SIMON":T3$="BY M. PROCTOR (24/1/86)"
20 FORTT=1T020:PRINT@237,T1$:PRINT@237,T2$:NEXT
30 FORTT=1T022:PRINT@260,LEFT$(T3$,TT):NEXT
35 SOUND4,3;8,3;6,3;9,3;8,3;15,3;16,6
40 PRINT@325,"INSTRUCTIONS (Y/N)?"
50 GOSUB1000
55 IFZ$="N"THEN04
60 CLS
62 PRINT:PRINT" IN THIS GAME, THE COMPUTER WILL";
64 PRINT"FLASH A SEQUENCE ON THE SCREEN.";
66 PRINT" YOU WILL BE REQUIRED TO REPEAT";
68 PRINT"IT, BY ENTERING IT INTO THE COA-";
69 PRINT"RESPONDING KEYS."
70 PRINT" IF YOU RETURN THE SEQUENCE ";
71 PRINT"CORRECTLY, IT WILL THEN INCREASE";
73 PRINT"BY AN INCREMENT WHICH VARIES ";
75 PRINT"ACCORDING TO THE SKILL LEVEL YOU";
77 PRINT"HAVE PICKED."
79 PRINT" THE SPEED LEVEL MAY ALSO BE"
80 PRINT"SELECTED."
82 PRINT@401,"HIT ANY KEY TO CONTINUE";GOSUB1000
84 CLS:PRINT:INPUT" SKILL LEVEL (1-EASY;5-HARD)";SK
86 INPUT" SPEED LEVEL (1-SLOW;5-FAST)";SP:SD=(5-SP)*50
90 CLS
91 PRINT@12,"SIMON"
92 FORQ=1T04:READP,P$
93 FORV=P-32T0P+32STEP32
94 FORW=1T01:PRINT@V+H,"#";
95 NEXT:PRINT
96 PRINT@P,P$:NEXT
97 DATA132,"Q",139,"W",324,"A",331,"S"
98 PRINT@112,"HI SCORE:":PRINT@176,"SKILL LEVEL:";
99 PRINT@240,"SCORE:";
100 XX=0:X=0
102X=XX+SK
105 PRINT@253,X:PRINT@125,HS:PRINT@109,SK
110 FORS=XX+1T0X
120 E(S)=RND(4)
130 IF E(S)=1THENP(S)=132:N(S)=16:D$(S)="Q":GOTO165
140 IF E(S)=2THENP(S)=139:N(S)=20:D$(S)="W":GOTO165
150 IF E(S)=3THENP(S)=324:N(S)=23:D$(S)="A":GOTO165
160 IF E(S)=4THENP(S)=331:N(S)=28:D$(S)="S"
165 NEXT
170 FORB=1T0X
180 PRINT@P(S),"#":SOUNDN(S),1:FORT=1T05D:NEXT:PRINT@P(S),D$(S);
190 NEXT
200 FORT=1T0200
210 FORS=1T0X
220 Z$=TIMEY$
230 Z$=TIMEY$:IFZ$="*"THEN230
240 IFZ$=D$(S)THEN200ELSC310
280 PRINT@P(S),"#":SOUNDN(S),1:PRINT@P(S),D$(S);
290 NEXT
300 FORT=1T0250:NEXT:XX=X:GOTO102
310 HS=X
320 SOUND1,2:RESTORE
330 PRINT@403,"WANT TO PLAY AGAIN (Y/N)?"GOSUB1000
340 IFZ$="Y"THEN CLS:GOTO04
350 CLS:PRINT:PRINT" THANKS FOR THE GAME."
360 GOTO 360
1000 Z$=TIMEY$
1010 Z$=TIMEY$:IFZ$="*"THEN1010
1020 RETURN

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